



INSTRUCTION MANUAL



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Part Number 821400

CRIME FIGHTER TECHNICAL INFORMATION

TECHNICAL INFORMATION

GX821-UA

- (1) Required power capacity
GND-Vcc 5V 4A or more
GND-(+12V)
*See the Wiring Diagram.
- (2) Output
R (red) analog, positive
G (green) analog, positive
B (blue) analog, positive
SYNC. H-V complexed, negative
- (3) Use the volume knob on the PCB to adjust sound level.
Turn the knob clockwise and it becomes louder.
- (4) Handle with care.

CABINET INFORMATION

- (1) Use an upright cabinet with a big control panel having four sets of an 8-way joystick and two function buttons.
- (2) Four independent coin slots are also necessary.
- (3) Start buttons are unnecessary. Function buttons can be substituted for them.

SELF TEST

Normal: OK will be displayed. Then the game will start.
Abnormal: BAD will be displayed and the screen will stop.

MANUAL TEST

- (1) How to start
Turn on the power while the SW3 of the DIP SWITCH No. 3 is on. Push player 1 KICK button to change items.
- (2) Test items
 1. ROM check
 2. Picture contortion
 3. Color check
 4. I/O check
 5. Sound check
 6. Dip switch settings*Push player 2 KICK button to change sound code.
Pressing player 2 PUNCH button calls the same sound code.

CRIME FIGHTER: WIRING HARNESS

WIRE COLOR KEY:

Solder Side ← → Parts Side

BLACK	GND	A	1	GND	BLACK
BLACK	GND	B	2	GND	BLACK
RED	+5V DC	C	3	+5V DC	RED
RED	+5V DC	D	4	+5V DC	RED
	NOT USED	E	5	NOT USED	
ORANGE	+ 12V DC	F	6	+ 12V DC	ORANGE
	*KEY	H	7	*KEY	
	(EMPTY)	J	8	COIN COUNTER	GREEN/GRAY
	(EMPTY)	K	9	(EMPTY)	
YELLOW	SPEAKER (-)	L	10	SPEAKER (+)	BLUE
	(EMPTY)	M	11	(EMPTY)	
WHITE/GREEN	VIDEO GREEN	N	12	VIDEO RED	RED/WHITE
WHITE	VIDEO SYNC	P	13	VIDEO BLUE	BLUE/WHITE
	(EMPTY)	R	14	VIDEO GROUND	BLACK
	(EMPTY)	S	15	(EMPTY)	
VIOLET/WHITE	COIN 2	T	16	COIN 1	BLUE/BROWN
	NOT USED	U	17	NOT USED	
BLUE/YELLOW	2P UP	V	18	1P UP	ORANGE/WHITE
VIOLET/YELLOW	2P DOWN	W	19	1P DOWN	BLACK/WHITE
ORANGE/GREEN	2P LEFT	X	20	1P LEFT	RED/GRAY
ORANGE/YELLOW	2P RIGHT	Y	21	1P RIGHT	GRAY/WHITE
BLACK/YELLOW	2P TAG	Z	22	1P TAG	RED/WHITE
ORANGE/GRAY	2P ACTION	a	23	1P ACTION	GREEN/BROWN
	NOT USED	b	24	NOT USED	
	NOT USED	c	25	NOT USED	
	NOT USED	d	26	NOT USED	
BLACK	GND	e	27	GND	BLACK
BLACK	GND	f	28	GND	BLACK

(BASE COLOR/LINE COLOR)

CRIME FIGHTER: SUB HARNESS FOR 3 PLAYERS & 4 PLAYERS

CN3 3P CONTROLS	1	Coin 3	White/Violet
	2	Empty	
	3	3P Left	White/Red
	4	3P Right	White/Yellow
	5	3P Up	White/Black
	6	3P Down	White/Blue
	7	3P Tag	White/Brown
	8	3P Action	White/Orange
	9	Empty	
	10	Empty	
	11	Empty	
	12	Empty	
	13	Empty	
	14	Empty	
	15	Ground	Black

CN4 4P CONTROLS	1	Coin 4	Blue
	2	Empty	
	3	4P Left	Yellow/Black
	4	4P Right	Brown/Black
	5	4P Up	Green/Yellow
	6	4P Down	Yellow/Red
	7	4P Tag	Yellow/White
	8	4P Action	Yellow/Blue
	9	Empty	
	10	Empty	
	11	Empty	
	12	Empty	
	13	Empty	
	14	Empty	
	15	Ground	Black

DIP SWITCH SETTINGS

DIP SWITCH NO. 1 SETTINGS

1. COIN SWITCH NO. 1 SETTINGS

SW	1	2	3	4	COIN	PLAY
○	OFF	OFF	OFF	OFF	1	1
	ON				1	2
	OFF	ON			1	3
	ON				1	4
	OFF	OFF	ON	OFF	1	5
	ON				1	6
	OFF	ON			1	7
	ON				2	1
	OFF	OFF	OFF	ON	2	3
	ON				2	5
	OFF	ON			3	1
	ON				3	2
	OFF	OFF	ON	ON	3	4
	ON				4	1
	OFF	ON			4	3
	ON				VOID	

SW5 thru SW8 are not used.

DIP SWITCH NO. 2 SETTINGS

1. DIFFICULTY OF THE GAME

SW	6	7	DIFFICULTY
○	OFF	OFF	EASY
	ON		NORMAL
	OFF	ON	DIFFICULT
	ON		VERY DIFFICULT

2. SOUND IN ATTRACTIVE MODE

SW	8	SOUND
○	OFF	OFF
	ON	ON

SW1 thru SW5 are not used.

DIP SWITCH NO. 3 SETTINGS

1. VIDEO SCREEN FLIP

SW	1	
○	OFF	NORMAL
	ON	UPSIDE DOWN

2. CHANGE OF MODE

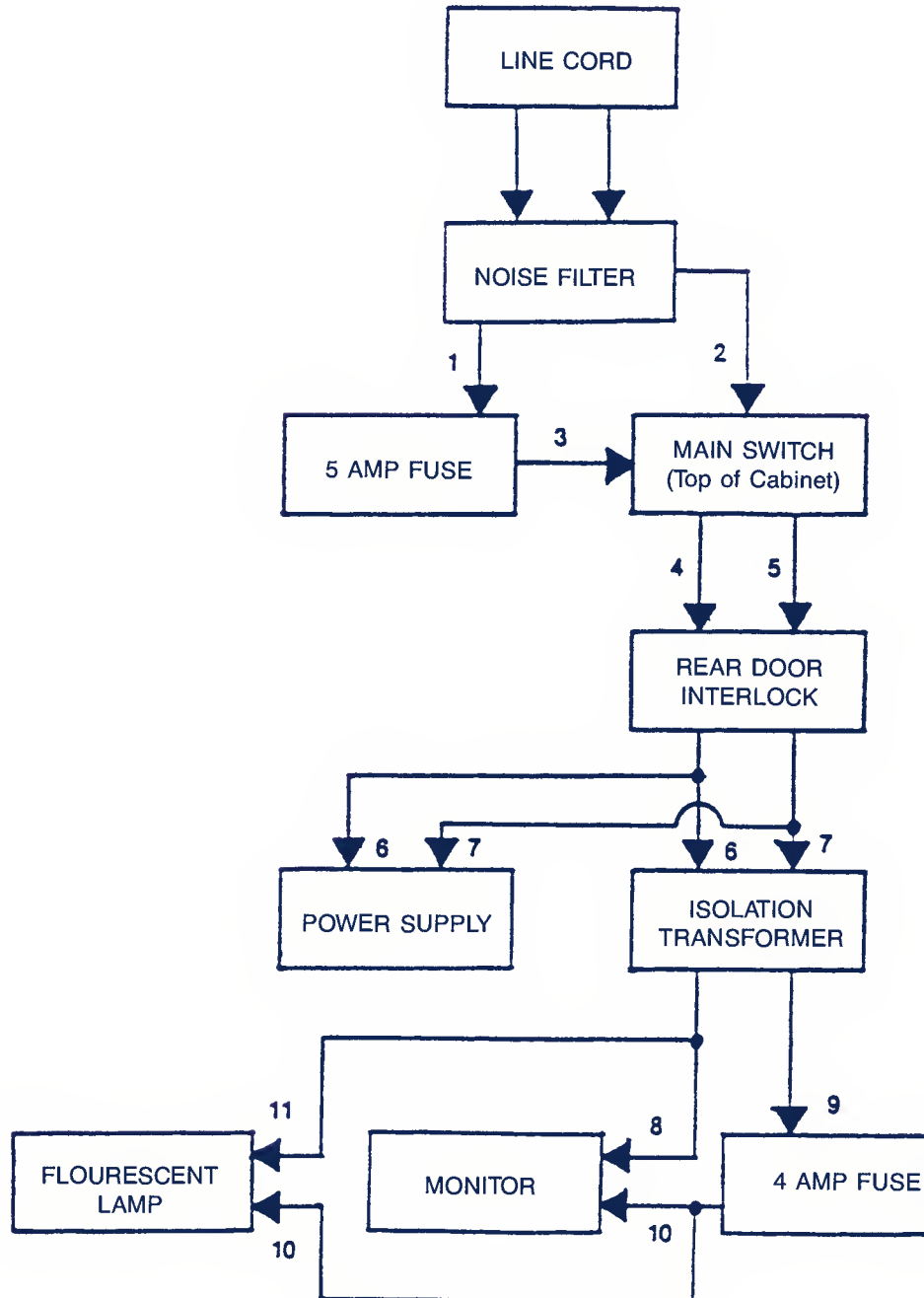
SW	3	MODE
○	OFF	GAME MODE
	ON	TEST MODE

SW2 and SW4 are not used.

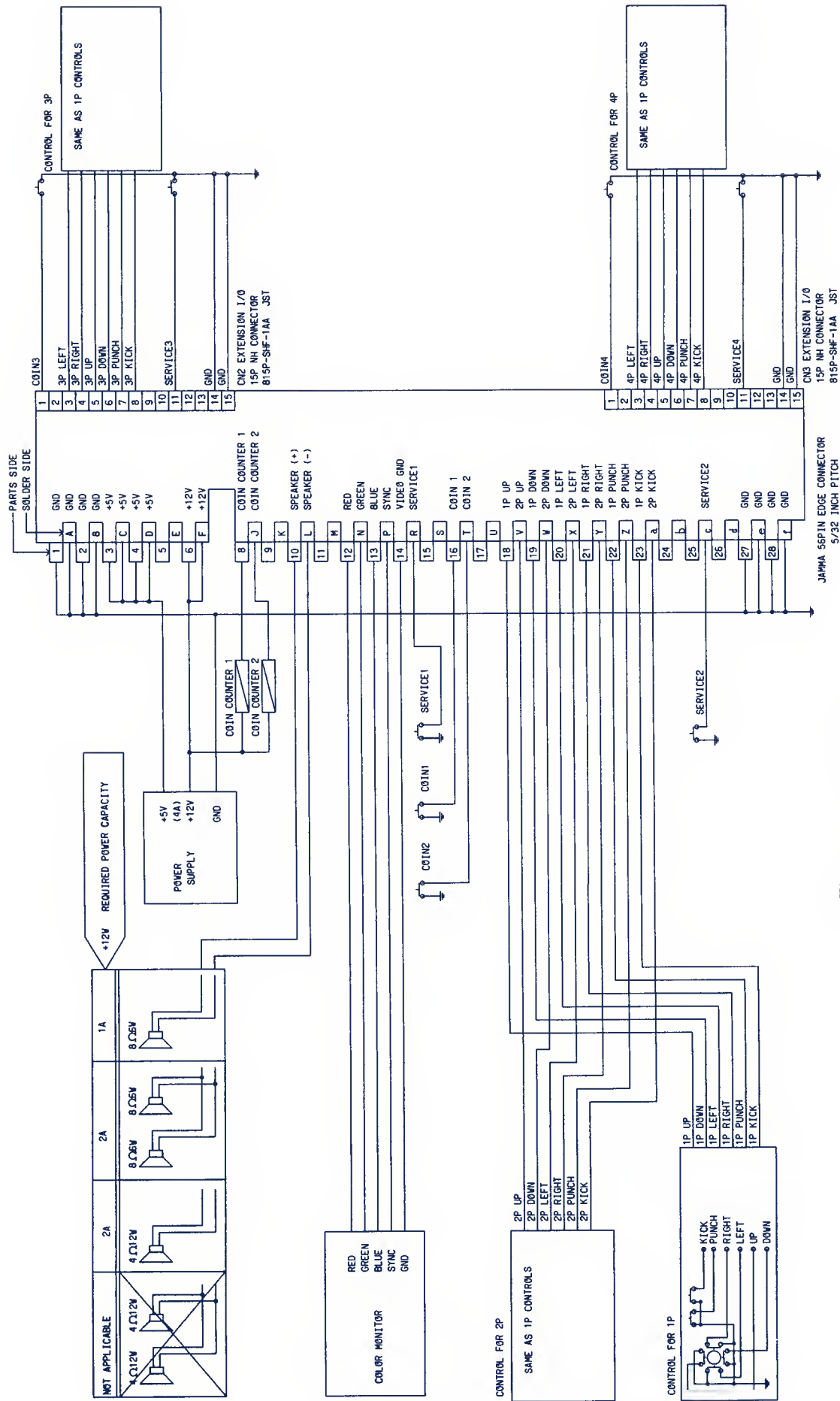
○ shows recommended settings.

CRIME FIGHTER: AC FLOW CHART

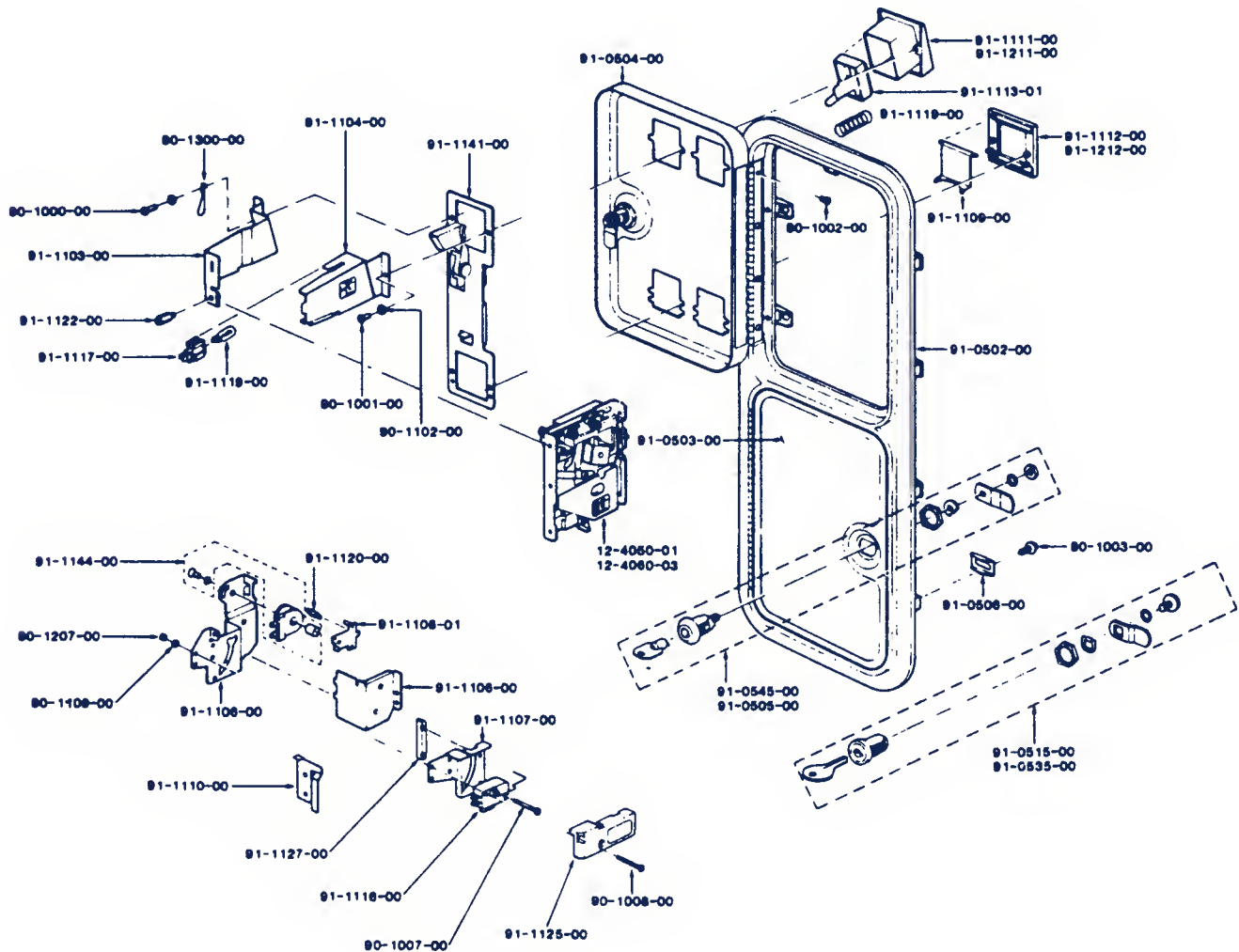
1. GREEN/YELLOW
2. BLACK
3. RED
4. BLUE
5. BROWN
6. RED/BLACK
7. BLACK/WHITE
8. WHITE
9. GREEN
10. VIOLET
11. ORANGE



4P VERSION WIRING DIAGRAM



COMPLETE COIN DOOR ASSEMBLY EXPLODED VIEW

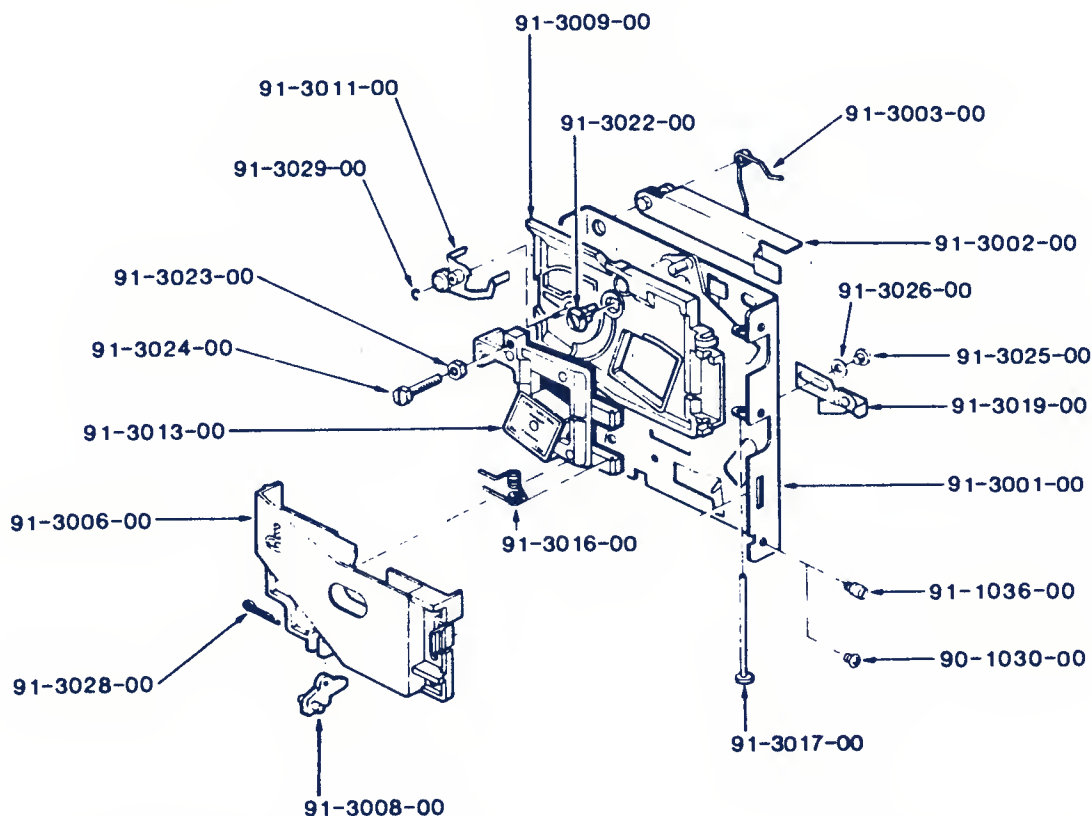


PARTS LIST

12-4050-01	S-10 Acceptor Body U.S. 25*	90-1102-00	Washer for Bezel Screw	91-1103-00	Coin Inlet Lamp Side	91-1119-00	Button Spring
12-4050-03	S-10 Acceptor Body Canadian 25*	90-1207-00	Nut for Microswitch Mounting Screw	91-1104-00	Coin Inlet Cover Side	91-1120-00	Lockout Spring
20-4177-00	Plastic Cash Box	90-1300-00	Keyhook	91-1105-00	Reject Cup Side Plate	91-1122-00	Retaining Screw for Acceptor Body
20-4179-00	Steel Enclosure	91-0502-00	Zinc Die Cast Frame	91-1106-00	Reject Cup Base Plate	91-1125-00	Clear Plastic Cover for Microswitch
22-1400-00	Locking Bar	91-0503-00	Lower Door	91-1107-00	Microswitch Bracket	91-1127-00	Plastic Switch Adjuster
24-1150-00	Wire Harness	91-0504-00	Upper Door	91-1108-01	Lockout Flap U.S. 25*	91-1141-00	Base Plate With Pivot and Stud
90-1000-00	Keyhook Bezel Screw	91-0505-00	Round Lock and Cam Assembly	91-1109-00	Reject Flap	91-1211-00	6 Volt DC Lockout Coil Assembly
90-1001-00	Bezel Screw	91-0506-00	Clamp	91-1110-00	Metal Switch Adjuster	91-1212-00	Zinc Plated Button Bezel
90-1002-00	Hinge Screw	91-0515-00	Flat Lock and Cam Assembly	91-1111-00	Black Button Bezel		
90-1003-00	Clamp Screw	91-0535-00	Flat Lock and Cam Assembly	91-1112-00	Black Reject Bezel		
90-1007-00	Flat Head Microswitch Mounting Screw	91-0545-00	Round Lock and Cam Assembly	91-1113-01	Entry/Reject Button U.S. 25*		
90-1008-00	Panhead Microswitch Mounting Screw			91-1116-00	Microswitch (Black End Arm)		
				91-1117-00	Lampholder		
				91-1118-00	6 V Wedge Base Lamp		

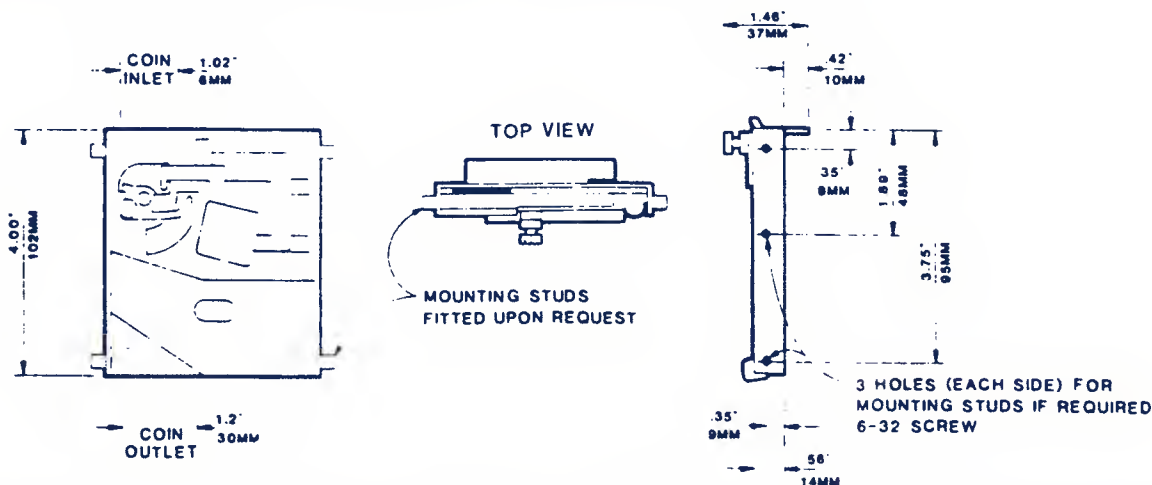
Gold Mech

Engineering Data and Parts List



PARTS LIST

90-1030-00 Retaining Screw (#6-32"x.250")	91-3009-00 Gate	91-3023-00 Locknut-Magnet Holder
91-1036-00 Mounting Stud	91-3011-00 Cradle	91-3024-00 Screw-Magnet Holder
91-3001-00 Back Plate	91-3013-00 Magnet Holder with Magnet	91-3025-00 Screw Separator
91-3002-00 Reject Lever	91-3016-00 Gate Spring	91-3026-00 Washer
91-3003-00 Reject Lever Spring	91-3017-00 Gate Pin	91-3028-00 Cotter Pin for Anti-stringing Device
91-3006-00 Cover Plate	91-3019-00 Separator	91-3029-00 E-Clip for Cradle
91-3008-00 Anti-Stringing Device	91-3022-00 Diameter Adjustment	

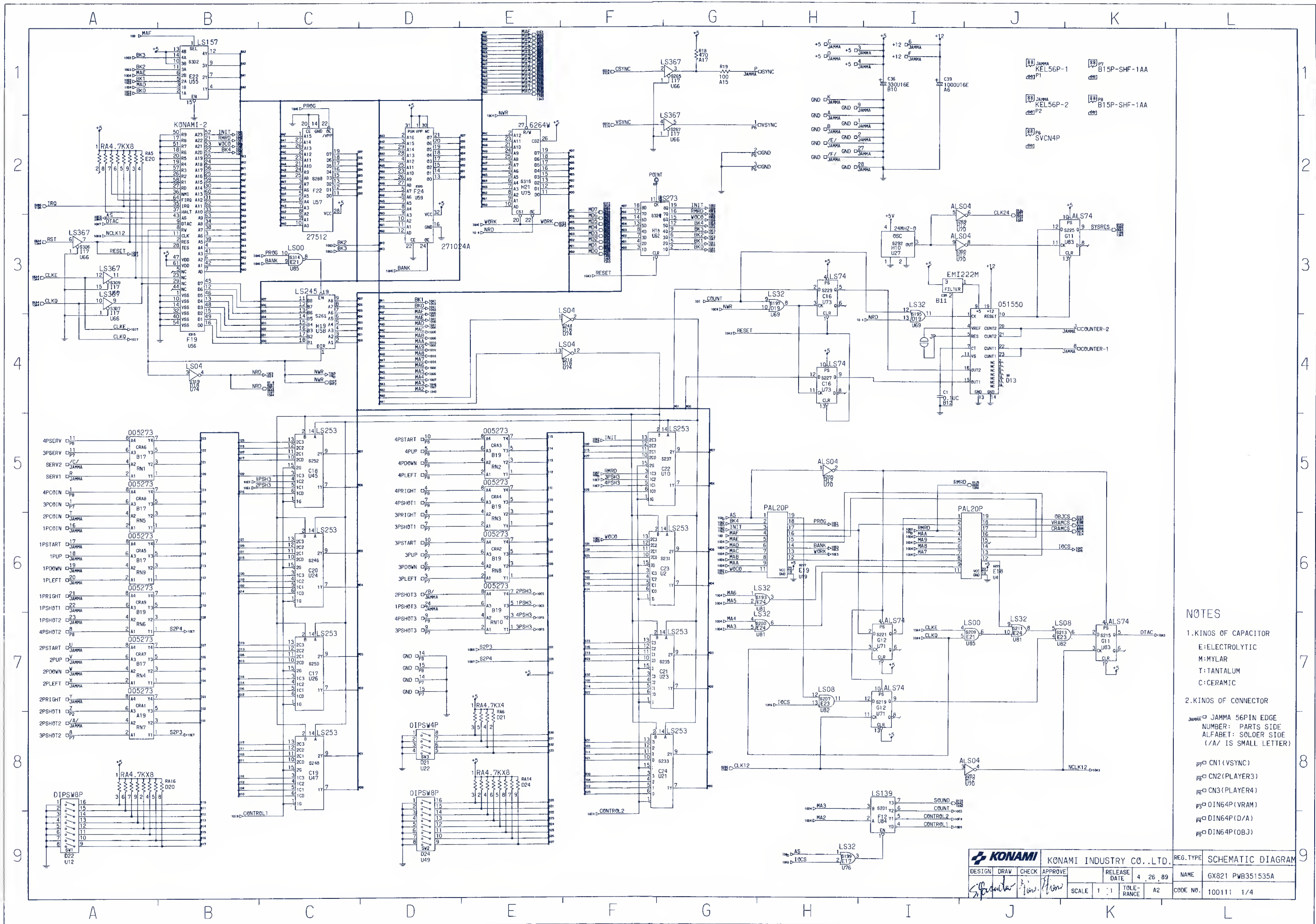


USER INFORMATION
WARNING
F.C.C. REGULATION COMPLIANCE

THIS EQUIPMENT COMPLIES WITH THE REQUIREMENTS IN PART 15 OF FCC RULES FOR A CLASS A COMPUTING DEVICE. OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA MAY CAUSE UNACCEPTABLE INTERFERENCE TO RADIO AND TV RECEPTION REQUIRING THE OPERATOR TO TAKE WHATEVER STEPS ARE NECESSARY TO CORRECT THE INTERFERENCE.



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NOTES

- ## 1.KINOS OF CAPACITOR

E:ELECTROLYTIC
M:MYLAR
T:TANTALUM
C:CERAMIC

- ## 2.KINOS OF CONNECTOR

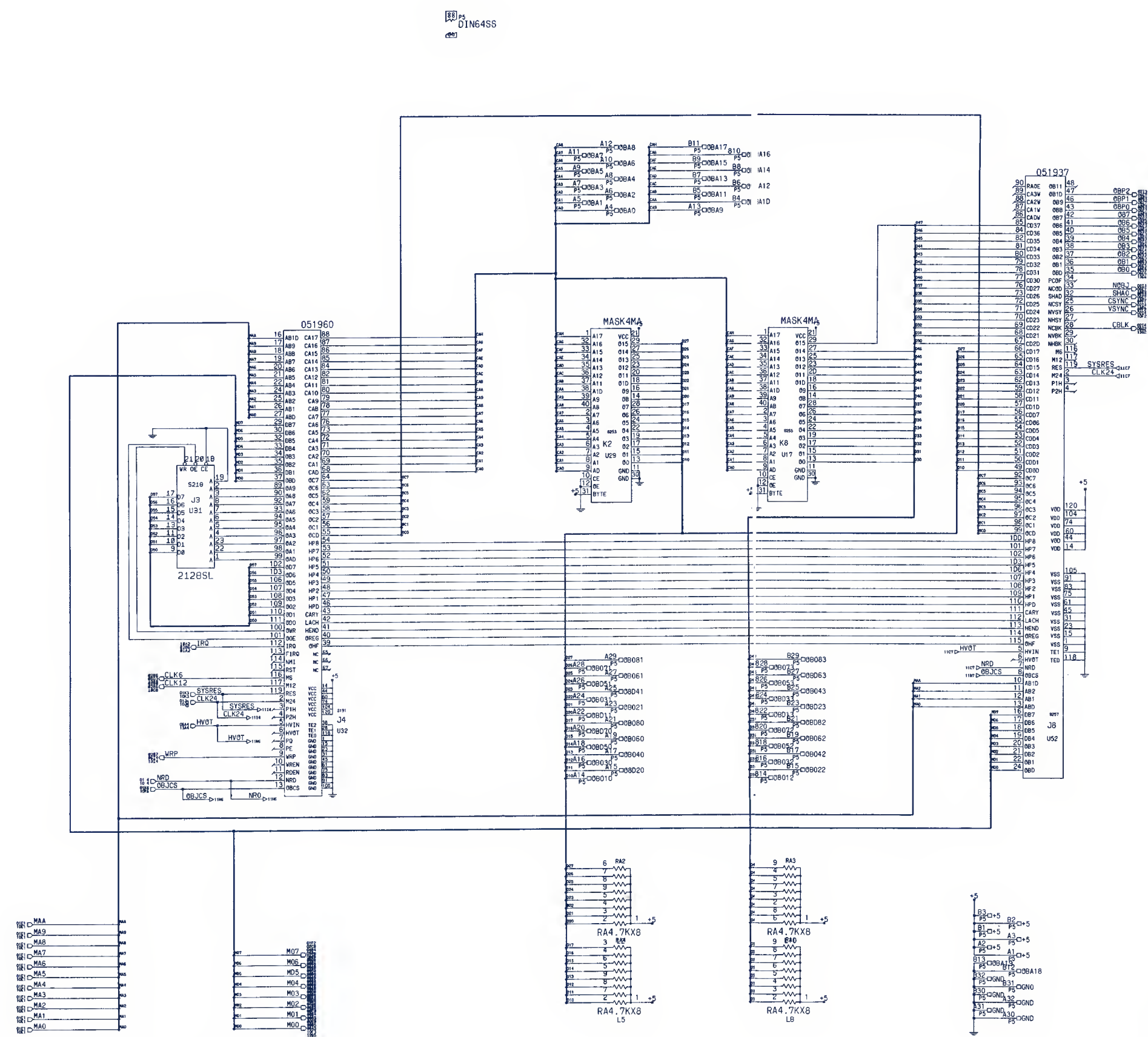
JAMMA □ JAMMA 56PIN EDGE
NUMBER: PARTS SIDE
ALFABET: SOLOER SIDE
(/A/ IS SMALL LETTER)

$\overline{P7}$ CN1 (VSYNC)
 $\overline{P8}$ CN2 (PLAYER3)
 $\overline{P6}$ CN3 (PLAYER4)
 $\overline{P3}$ DIN64P (VRAM)
 $\overline{P4}$ DIN64P (D/A)
 $\overline{P5}$ DIN64P (OBJ)

A B C D E F G H I J K L

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				KONAMI INDUSTRY CO., LTD.				REG. TYPE	SCHEMATIC DIAGRAM	
DESIGN	DRAW	CHECK	APPROVE	RELEASE DATE	4, 26, 89	NAME	GX821 PWB351535A			
S. Yamada				T. Kono		SCALE	1 : 1	TOL. RANCE	A2	
						CODE NO.	100111 2/4			

